NES-LN-USA ★

CAPCOM® USA

Little Nemo the DREAM MASTER™

INSTRUCTION MANUAL

A special message from CAPCOM

Thank you for selecting the exciting and fun-filled **Little Nemo: the DREAM MASTER**. This is the latest edition in Capcom's library of Children's titles. Following such hits as Ducktales, Rescue Rangers, and Adventures in the Magic Kingdom, **Little Nemo** continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Little Nemo the DREAM MASTER features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Vice President
CAPCOM, U.S.A.

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for Play on the
Nintendo ENTERTAINMENT SYSTEM®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM®.

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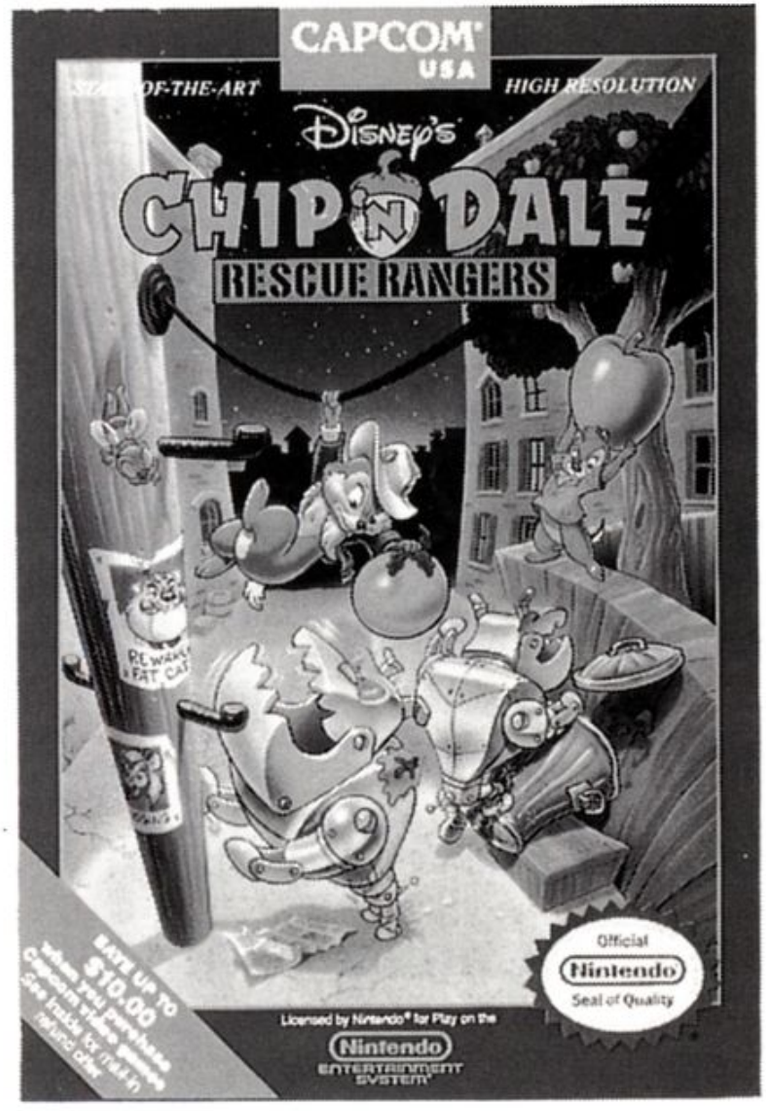
Looking for Adventure?
Call on the RESCUE RANGERS!



Chip and Dale, those pint sized but courageous Disney detectives, have received another desperate call for help: The evil Fat Cat has kidnapped Gadget... his sinister goal -- to take over the city!!

Join the Rescue Rangers on their exciting search through the darkest depths of slimy sewers to the electrifying heights of live telephone wires! Play alone or with a friend to locate Fat Cat's headquarters and thwart his diabolical scheme!

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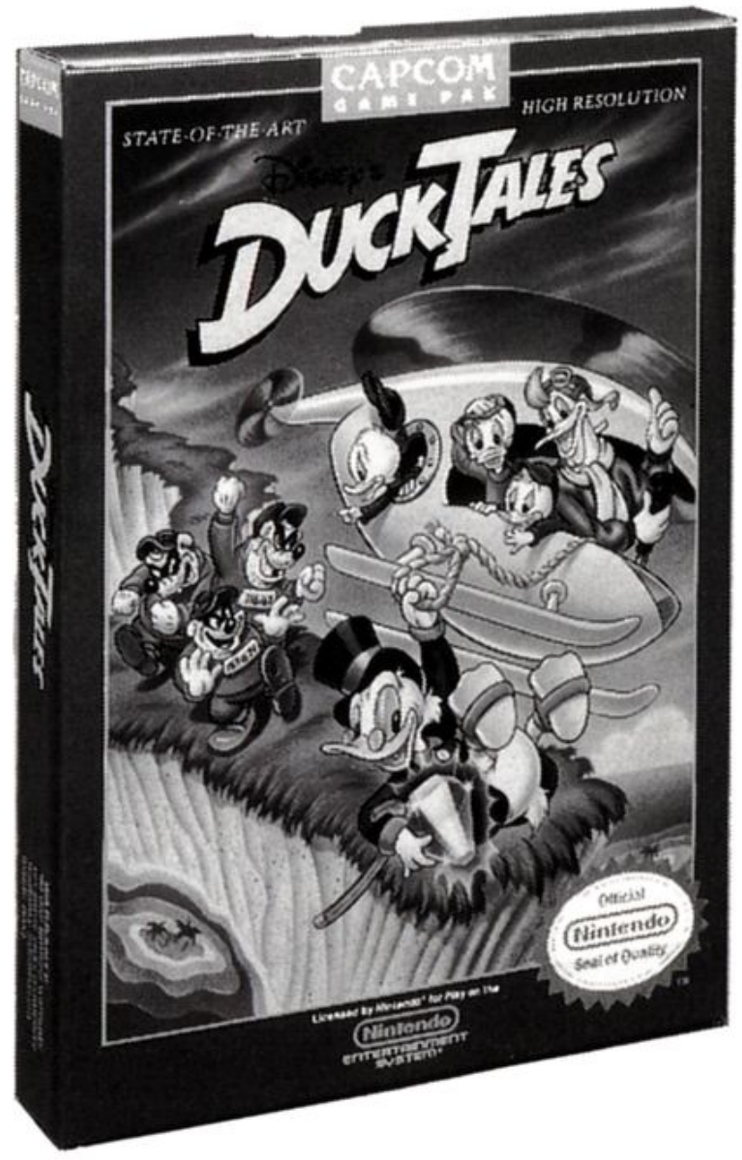
"Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur."

Are you DUCK enough for...

Disney's DuckTales™

Join Scrooge McDuck on his greatest challenge ever! You can help him discover the legendary Five Lost Treasures and become the "Richest Duck in the World!"



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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

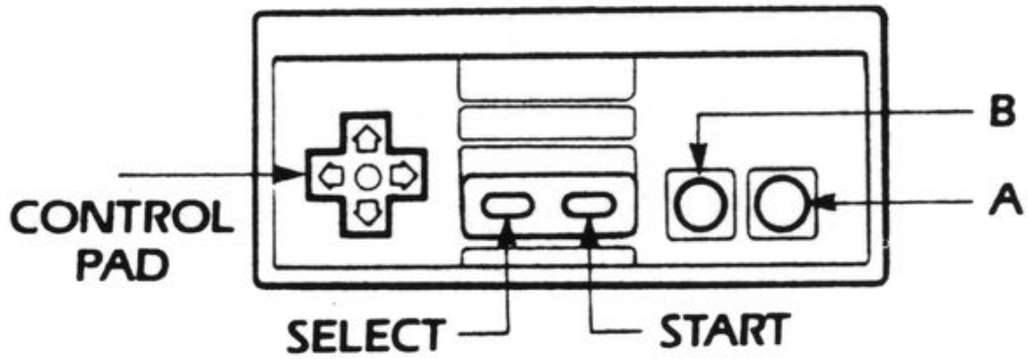
SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

GETTING STARTED

1. Insert the **Little Nemo the DREAM MASTER** GAME PAK and turn on your Nintendo Entertainment System. The title sequence will appear. At this point you will choose to start a new game by pressing the **START** button.

2. You will begin the game in the first dream area, the mushroom forest.



CONTROLLING LITTLE NEMO

The controls for Little Nemo are quite simple, but true mastery takes great timing and skill.

Pushing **RIGHT** or **LEFT** on the control pad moves Nemo right or left. This works when he is jumping or falling.

Pushing **UP** will move Nemo up (only if he is in/on a creature that can move in that direction).

Pushing **DOWN** will make Nemo duck down, or move him in that direction if he is/on a creature that can move in that direction.

START pauses the game.

SELECT turns the player back into Nemo (child character).

A Button - makes Nemo jump.

B Button - when Nemo, he throws candy. When he is/on a creature, it will make the creature use its natural defense. Not all creatures have a defense.

PLAYING THE GAME

Little Nemo is given an endless bag of candy by the princess of Slumberland. He can use this candy two ways. The first use for the candy is to throw it at certain creatures that are encountered in all areas of the game. After the creature chews three pieces of candy, it will blow a bubble. When this happens, Little Nemo can either ride or "become" the creature. Some of these animals have an ability to defend themselves. You will discover these abilities as you play the game.

The other use for the candy is to momentarily stun creatures that cannot be ridden or imitated. This action will not dispatch the enemy characters. It will only slow them down.

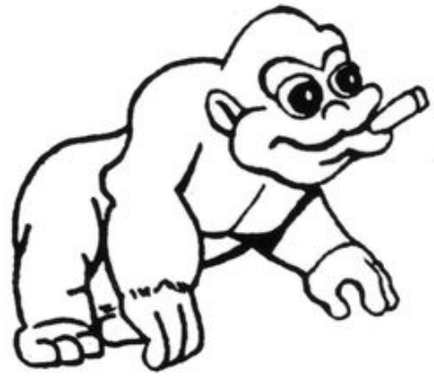
THE LITTLE NEMO STORY

Little Nemo is invited to the royal palace of the King of Slumberland. Along the way he has many adventures in a land where dreams are real, and danger is everywhere. The good King of Slumberland has been kidnapped by the wicked King of Nightmares. Can you help Little Nemo rescue the good King, and restore peace to the land of Dreams?

NEMO'S FRIENDS

These creatures will give Nemo a ride when they are fed candy.

HERMIT CRAB



GORILLA

HORNET

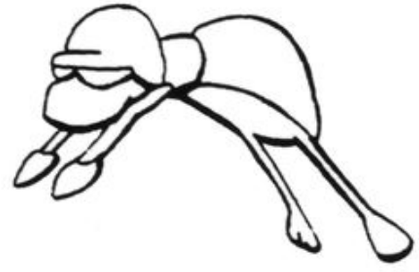
FROG

LIZARD

MOLE

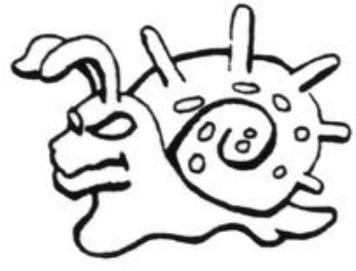
ENEMY CHARACTERS

FLYING FISH



ARMY ANT

FLOAT-FIEND



SNAIL

STUMPER

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling: Outside California State (800) 843-4632, or inside California State call (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

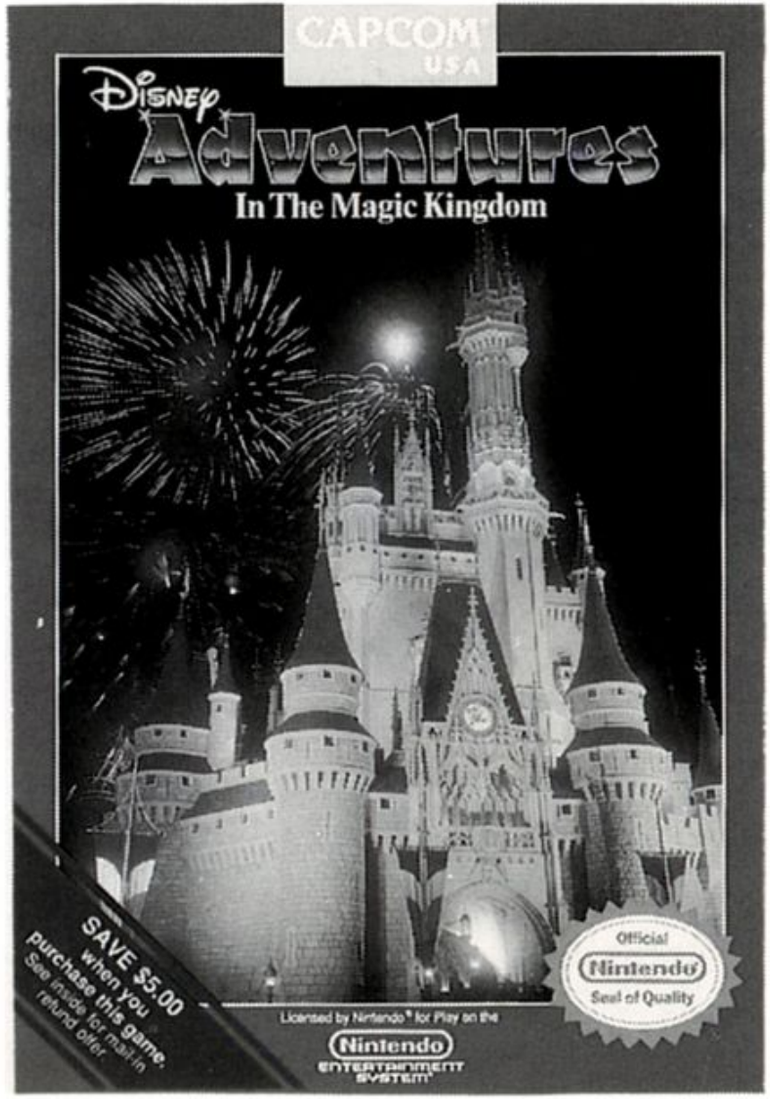
WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Adventures in The Magic Kingdom

Help Mickey Mouse find the six silver keys to the Enchanted Castle. They can be found on the wildest rides in the Magic Kingdom! Take off on Space Mounatin, explore the Haunted Mansion, and challenge the Pirates of the Caribbean in this action-packed adventure from Disney!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Disney
Adventures
In The Magic Kingdom
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See inside for mail-in refund offer.
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CAPCOM® USA

3303 Scott Blvd.
Santa Clara, CA 95054

Game counselors available 8 a.m. to 5 p.m. P.S.T. (408) 727-1665

Printed in Japan